Standard: CC.2.1.4.B.1, CC.2.1.4.B.2

Practice Standard: 1, 2, and 6

What visual(s) will you use? Set of playing cards numbered 0-9, with 4 cards of each number.

Activity designed around visual --Are you adapting an activity you experienced today? How?

Similar to "Get to 1,000." Students are put into pairs and and play against one another. They play 5 rounds. For Round 1, each student pulls 6 cards from a deck. They pick 4 of their 6 cards and rearrange them to make 2 two-digit numbers that when added, have a sum that is close to 100. They add up the two-digit numbers and then find how close they are to 100. That is their score for Round 1. They keep the two cards they didn't use in Round 1, and discard the 4 they used. Pick up 4 more cards for Round 2. Continue this for 5 rounds, add up how close they were in each round. Lowest score wins.

What questions you will ask as students are engaged in the activity to surface the mathematics?

What are some numbers that you would try to match up in the hundreds column? (Sums of 9 or 10)

How did your strategies change as you played a second game?

Were you able to get 100 exactly? What were some combinations?